TOMY TUTOR™

HOW TO PLAY HYPERSPACE™

GET READY

Be sure your computer is hooked up correctly.
See your owner's manual for details.

- Insert **HYPER SPACE** game cartridge *before* you turn the computer on. Make sure the label is facing you.
- Turn the computer and TV set on.
- When color bars appear, press any key. Then press [↓] twice, to make the finger point at "CARTRIDGE."
- Press [RT].

OBJECT OF THE GAME

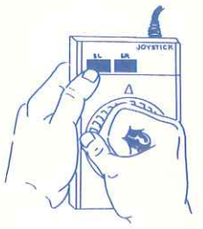
Hit as many objects as you can as they rush toward you out of the "Hyperspace Tunnel"—especially the red, green and multi-colored (Rainbow) Frames. Shoot 50 Frames and you'll advance to a higher challenge level, where the action moves faster and faster!

HOW TO START

- Press [1] or [2] on the keyboard to set the number of players.
- Press [SL] or [SR] on the *left* controller to set the skill level.
  —[SL] is for the "Amateur" (easy) game.
  —[SR] is for the "Pro" (hard) game.
- Wait for the message to disappear from the screen, then watch for the first objects to appear. Be ready to shoot them!
  —In 1-player games, use the *left* controller.
  —In 2-player games, the player with the *left* controller has the first turn.

HOW TO USE THE CONTROLLERS

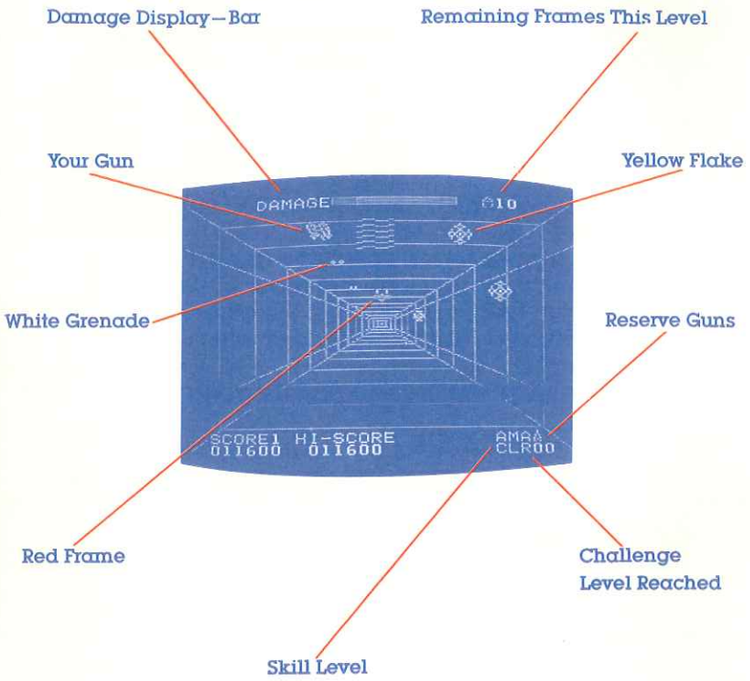
JOY CONTROLLERS



JOYSTICK CONTROLLERS

- Press side of Disk or move Joystick left or right to move your gun in that direction.
- To shoot at approaching objects, press [SL] or [SR]. Keep pressing for continuous firing.

PLAY ACTION



- You start with 4 guns, one at the bottom center of the tunnel and three in reserve.
- Use controller to aim your gun. Don't move it so fast that you collide with an object!
  —Concentrate on shooting frames. Shoot 50 of them (any color) and you get a bonus and advance to the next challenge level.
  —If you fail to hit 5 frames the game pauses and your gun is moved down the tunnel one line, where it is more difficult to avoid being hit.
- You lose a gun if you are hit by any object.
- Keep pressing [SL] or [SR] for automatic firing, and watch out for:
  —Red frames, which can come at you on any side of the tunnel.
  —Green frames, which can move around the tunnel walls when they get close and shoot white grenades at your gun before returning to the other end.
  —Multi-colored (Rainbow) frames, which are big bonus targets.
  —Yellow flakes, which can cost you a gun if you run into them!

SCORING

Each yellow flake and white grenade you shoot	20 points
Each red or green frame you shoot	200 points
Each set of 50 frames you shoot	3,000 points
Each multi-colored (Rainbow) frame you shoot	3,000 points

TO PLAY AGAIN

- When every player has lost all guns, wait to see:
  GAME—OVER
  RT—KEY
- Press [RT], then wait for the computer to ask for the number of players in the next game. Press [1] or [2], then pick a skill level. Wait for the computer to "draw" the new tunnel and the Player number message to disappear. As soon as you see the first object coming toward you, aim your gun and start shooting. Try to beat the HI SCORE!

90 DAY LIMITED WARRANTY

Tomy warrants to the original consumer purchaser of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with the proof of the date of purchase to either the retail store where purchased or, postage prepaid to:

Tomy Corp., Home Computer Division, Repair Center
P.O. Box 6252, Carson, CA 90749

for repair or replacement at no charge. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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